commodore

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MAX SOFTWARE UPDATE

The MAX Software Series represents a new family of software for Commodore. Here are the key elements of the program:

1. Software Categories. MAX software is divided into 7 categories, coded by product number as follows:

    3100 - Programming Aids
    3200 - Art & Music
    3300 - Educational
    3400 - Bally Midway Games
    3500 - Video Arcade Series (Commodore games)
    3600 - Sports Challenge
    3700 - Commodore Lifestyle (practical programs)

Providing a range of software by category appeals to a wider range of customers, allows us to identify and target "popular" categories, and gives retailers a complete software "menu." A chart showing individual titles by category and a programming status report are both attached.

2. Cartridge Specifications. MAX cartridges will work in the current MAX MACHINE, the COMMODORE-64 and variations of both. MAX cartridges may have up to 2K RAM on the cartridge (if necessitated by the program) and are designed to use the new sound synthesis and sprite graphics capabilities of these computers. Character set, math routines and other features not included in the MAX operating system must be included in the program ROM if required. Note that full screen bit mapping is not possible with the MAX so alternative programming techniques must be used to obtain effects usually achieved by bit mapping. Optimum program size is 4K (32K ROM) without using extra RAM.

3. MAX Program Compatibility With COMMODORE 64. MAX cartridges plugged into the COMMODORE 64 cause the 64 to emulate a MAX MACHINE. This means MAX programs cannot access the 64's RAM memory, BASIC language, graphics characters or math capabilities.

4. Cartridge Programs for COMMODORE 64 Series. Programs which use the COMMODORE 64's operating system, RAM, etc. require a different cartridge which will not work in the MAX MACHINE as currently configured.

5. Program Development Tools. The following development tools are recommended for MAX program development. Reference materials and sprite editor disk were sent to all general managers June 16:

- Commodore 64
- Commodore 1541 Disk Drive
- MAX Programming and Protocol Guide
- Commodore 64 Sprite Editor Disk
- PET/CBM with 65Ø2 Assembler and appropriate peripherals

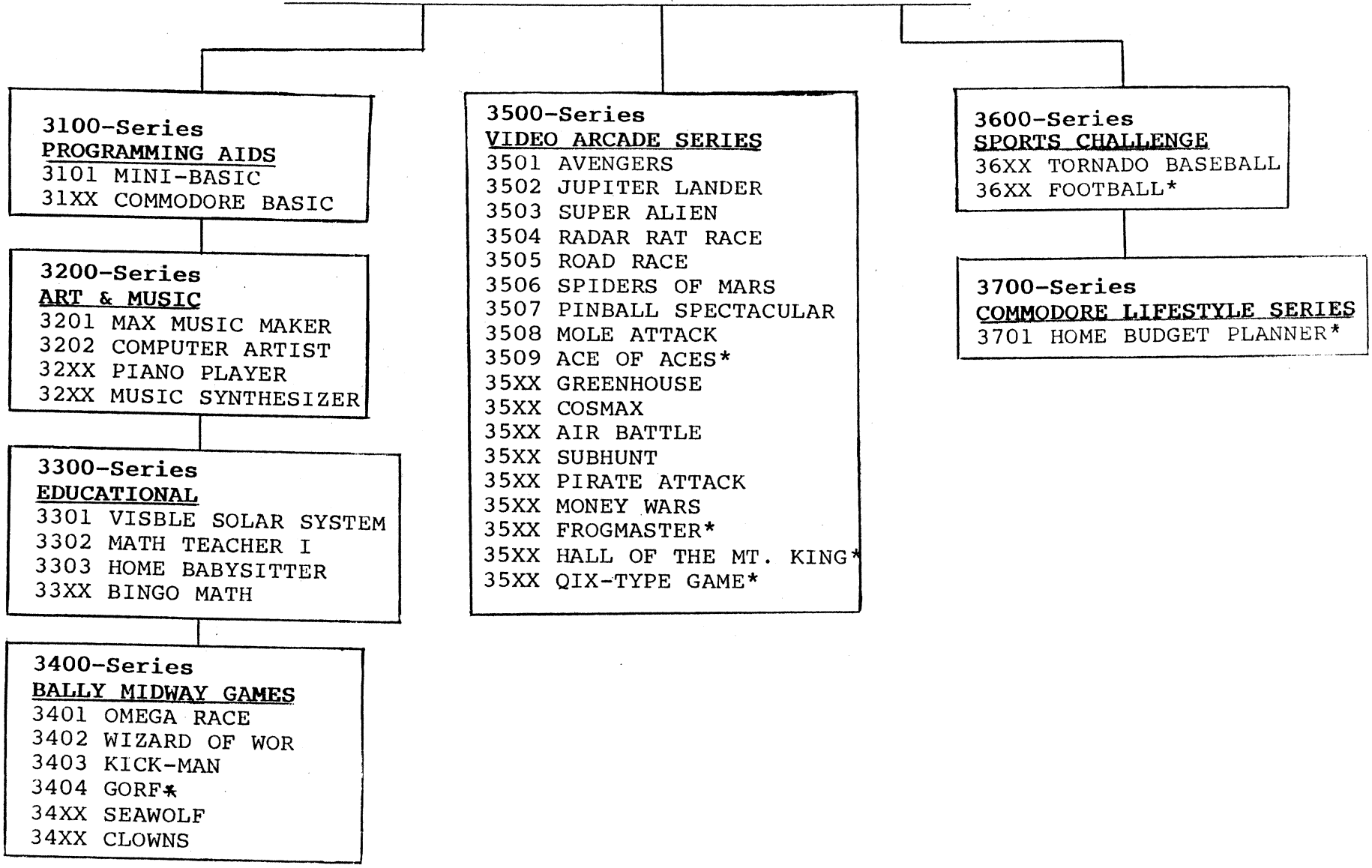
6. MAX/VIC Software Relationship. Most of the programs written for the VIC-2Ø are available for conversion to the MAX, under the same royalty terms. Commodore Japan is handling most of these conversions. VIC-2Ø program sales can be used to help identify most popular cartridges suitable for conversion to MAX, as well as provide a basis for estimating sales.

7. MAX Programming Resources. Current programming resources include:

-- International Marketing Group (using outside programmers)
-- MOS Engineering Programming Group (original games)
-- Commodore Japan (primarily program conversions)
-- Commodore U.K., Canada, Germany, etc. (please let us know if you have any special MAX projects underway)

-- M.Tomczyk

THE MAX SOFTWARE FAMILY BY CATEGORY - 1 JULY 82



*MAX software - ROM release scheduled after September 15, 1982.

-- M. Tomczyk

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